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(54) Title: VIRTUAL DISTRIBUTED MULTIMEDIA REGULATED GAMING METHOD AND SYSTEM BASED ON ACTUAL CASINO GAMES
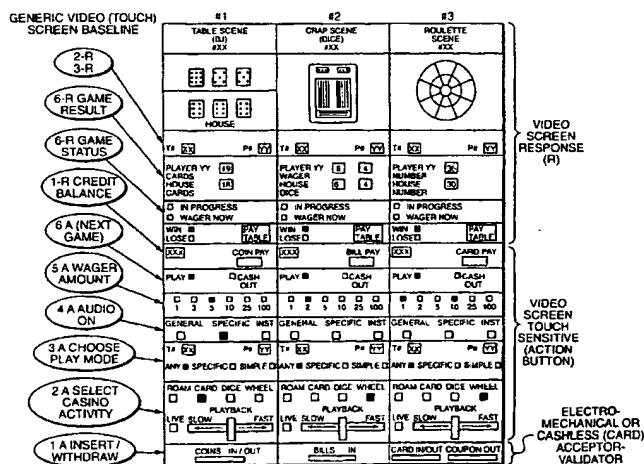
(57) Abstract: A virtual gaming experience is enabled by using randomly retrieved gaming episodes from a pre-recorded episode database. The pre-recorded videos are obtained from previously recorded casino security video or from closed regulated tournament video recordings or from computer generated animations. The casino based multimedia source provides audio-video signals depicting various legally-authorized live casino games. An accounting subsystem manages the compensation, credit accounts, and authentication for a virtual player. An electronic or mechanical database distribution center connects the multimedia video source and the player accounting subsystem to a virtual player station. The virtual player station includes an appropriately secured display for displaying to the virtual player the multimedia video signal depicting the legally-authorized live casino game or a pre-recorded legally randomized casino game or the artificially generated pre-recorded game. The virtual player station also provides appropriately secured gaming information, which enables the legally authenticated (biometric or otherwise) virtual player to place a game episode outcome wager. The virtual player station also provides gaming information to enable the virtual player to receive a payout. Novel simplified wagering rules also enable the virtual player to bet either for or against the actual player depicted in each of the pre-recorded gaming episodes using either a live casino multimedia video signal or a restricted randomized casino multimedia game video from a pre-recorded storage medium. Pay table related decisions for the simplified wagering rules are as simple as video slot wagering compared to more complicated casino pay tables for card and other games, such as craps. A virtual player can concurrently play several dissimilar casino games with these simplified wagering rules at the same player gaming station. When selecting a game, the virtual player can virtually roam around a casino and then participate in a plurality of selected games and purchase casino sponsored E-commerce services and products without leaving the virtual player gaming station.

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For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

AMENDED CLAIMS
I.   [received by the International Bureau on 30 August 2001 (30.08.01);
                    original claims 1-182 replaced by amended claims 1-20 (19 pages)]

1. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution method comprising the steps of:

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securely distributing one or more randomly selected processed-copyrighted multimedia-gaming episode signals stored in one or more secure-storage buffers;

transferring securely and presenting securely the selected one or more episode
10 signals to corresponding one or more periodically authenticated remote-players on one or more secure multimedia-gaming stations;

said remote-players placing simplified wagers on hired-for-consideration entertaining players playing games depicted in the corresponding one or more selected
15 episode signals on corresponding one or more multimedia stations;

distribution corresponding gaming-outcome based simplified wager accounting data to said stations;

20   wherein said gaming-business method is subject to initial authorization and ongoing regulation by cognizant gaming jurisdictional entities.

2. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution method comprising the steps of:

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distributing one or more randomly selected processed-copyrighted multimedia-gaming-episode signals stored in one or more secure-storage buffers;

transferring securely and presenting securely the selected one or more episode
30 signals to corresponding one or more periodically authenticated eligibility-restricted remote-players on one or more secure multimedia-gaming-stations;

said remote-players placing gaming-outcome based simplified wagers on hired-for-consideration entertaining players playing scripted actual games depicted in the

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corresponding one or more selected episode signals on corresponding one or more said stations;

distributing the corresponding gaming-outcome based wager accounting data to

5   said stations;

acquiring the authentication related data periodically acquired by one or more multimedia sensors co-located with each of one or more said stations monitoring the corresponding eligibility-restricted jurisdictionally-delineated-zone;

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distributing said authentication data periodically from said stations to a regulated gaming management and surveillance center for providing periodic gaming authorization for corresponding one or more said remote-players; and

15   wherein said gaming-business method is subject to initial authorization and ongoing regulation by gaming jurisdictional entities.

3.(New) A gaming-jurisdiction-authorized remote-player specific portable secure distribution packaging method comprising the steps of:

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distributing   a   plurality   of   processed-copyrighted   virtual-reality   scripted multimedia-gaming-episode signals that are securely encapsulated on one or more secure-storage media;

25   said media enabling the secure transfer of one or more said episode signals to a gaming-jurisdiction-authorized   multimedia-gaming-station   located   in   a   jurisdictionally-delineated-zone;

selecting randomly and presenting one or more said episode signals on said

30   station;

accounting for one or more of the said episode outcomes on the basis of simplified wagers placed by gaming-jurisdiction-authorized said remote-player on said

outcome of actual game played by hired-for consideration entertaining players depicted in one or more of said episode signals.

providing player specific authentication related data from said media on said station to a regulated gaming management and surveillance center for providing periodic gaming authorization for said remote-player; and

wherein said system is authorized and regulated by gaming jurisdictional entities.

4. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution method comprising the steps of:

distributing one or more randomly selected processed-copyrighted multimedia-gaming-episode signals stored in one or more secure-storage buffers;

wherein outcome video signals and outcome audio signals associated with each of the episodes are selected using an appropriately correlated pair of random-number-generators which need not be co-located;

transferring securely and presenting securely the selected one or more episode signals to corresponding one or more periodically authenticated eligibility-restricted remote-players on one or more secure multimedia-gaming-stations;

said remote players placing simplified wagers on hired-for-consideration entertaining players playing scripted actual games depicted in the corresponding one or more selected episode signals on corresponding one or more said stations;

providing the corresponding gaming-outcome based wager accounting data distribution on said stations;

acquiring the authentication related data periodically acquired by one or more multimedia sensors co-located with each of one or more said stations monitoring the corresponding eligibility-restricted jurisdictionally-delineated-zone;

5   distributing said authentication data periodically from said stations to a regulated gaming management and surveillance center for providing periodic gaming authorization for corresponding one or more said remote-players;

wherein the random-number-generator based selection of the episode outcome
10   depicted in the video signal and the corresponding wager accounting is performed at the secure regulated gaming management center; and

wherein said gaming-business method is subject to initial authorization and ongoing regulation by gaming jurisdictional entities.
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5. (New) A method of communicating multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized virtual distributed, interactive games, comprising the steps of:
          securely generating one or more gaming-jurisdiction-authorized actual
20   multimedia-gaming-episodes depicting hired-for-consideration players playing gaming-jurisdiction-authorized actual gaming episodes in a gaming-jurisdiction-authorized facility;

securely sensing said one or more gaming-jurisdiction-authorized actual games played by hired-entertaining players in said gaming-jurisdiction-authorized facility with a gaming-
25   jurisdiction-authorized virtual multimedia-gaming-episode content acquisition sensor array;

securely providing gaming-jurisdiction-authorized multimedia-gaming-episode output signals corresponding to one or more players in each of said respective one or more gaming-jurisdiction-authorized actual multimedia gaming episodes to periodically authenticated
30   remote players; and

processing said gaming-jurisdiction-authorized multimedia-gaming-episode output signals to provide gaming-jurisdiction-authorized processed live and delayed multimedia-

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gaming-episode output signals, wherein said processing includes using a gaming-jurisdiction-authorized outcome-odds-paytable to enable outcome based simplified wager placement and one or more random-number-generators to autonomously unpredictably index and present each of said gaming-jurisdiction-authorized multimedia-gaming-episodes.

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6. (New) A method of wagering on virtual multimedia-gaming-episodes of a gaming-jurisdiction-authorized virtual distributed interactive casino gaming system, comprising the steps of:

10   securely   generating   gaming-jurisdiction-authorized   multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized actual games played by hired-for-consideration entertaining players in a gaming-jurisdiction-authorized facility;

          securely distributing said signals corresponding to the gaming-jurisdiction-15   authorized actual games to gaming-jurisdiction-authorized periodically authenticated remote-players at gaming-jurisdiction-authorized remote multimedia-gaming-stations using gaming-jurisdiction-authorized secure communication channels and secure-storage media to transfer a plurality of multimedia-gaming-episode signals with gaming-jurisdiction-authorized secure encryption to said stations;

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          said multimedia-gaming-stations having wagering equipment enabling gaming-jurisdiction-authorized said remote-players to place a wager on one or more selected hired-for-consideration entertaining player depicted by said multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized actual games played by said hired-for-25   consideration entertaining players in a gaming-jurisdiction-authorized facility, using gaming-jurisdiction-authorized   one   or   more   random-number-generators   to   autonomously unpredictably select said multimedia-gaming-episode signals for presentation;

          wherein the wagers are placed on the basis of a gaming-jurisdiction-authorized 30   gaming-outcome based   simplified wagering and outcome-odds-paytable version of the corresponding actual games being virtually presented on said stations.

7. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution method comprising the steps of:

distributing one or more randomly selected processed-copyrighted multimedia-
5 gaming-episode signals stored in one or more secure-storage buffers;

transferring securely and presenting securely the selected one or more episode signals to corresponding one or more periodically authenticated eligibility-restricted remote-players on one or more secure multimedia-gaming-stations;

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said remote players placing gaming-outcome based simplified wagers on hired-for-consideration entertaining players playing actual games depicted in the corresponding one or more selected episode signals on corresponding one or more said stations;

15   providing the corresponding gaming-outcome based wager accounting data distribution on said stations;

acquiring the authentication related data periodically acquired by one or more multimedia sensors co-located with each of one or more said stations monitoring the
20 corresponding eligibility-restricted jurisdictionally-delineated-zone;

distributing said authentication data periodically from said stations to a regulated secure gaming management and surveillance center for providing periodic gaming authorization prior to initiating the random selection of each episode for corresponding one or
25 more said remote-players; and

wherein said business-method is subject to initial authorization and ongoing regulation by gaming jurisdictional entities.

30   8. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution method comprising the steps of:

distributing one or more randomly selected processed-copyrighted multimedia-gaming-episode signals stored in one or more secure-storage buffers;

wherein said processing includes editing, branding, compression, and encryption of
5   said episodes to enable secure and efficient storage, transfer, and presentation;

transferring securely and presenting securely the selected one or more episode signals to corresponding one or more periodically authenticated eligibility-restricted remote-players on one or more secure multimedia-gaming-stations;
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said remote players placing simplified wagers on hired-for-consideration entertaining players playing scripted actual games depicted in the corresponding one or more selected episode signals on corresponding one or more said stations;

15   providing the corresponding gaming-outcome based wager accounting data distribution on said stations;

acquiring the authentication related data periodically acquired by one or more multimedia sensors co-located with each of one or more said stations monitoring the
20   corresponding eligibility-restricted jurisdictionally-delineated-zone;

distributing said authentication data periodically from said stations to a regulated secure gaming management and surveillance center for providing periodic gaming authorization for corresponding one or more said remote-players; and
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wherein said business-method is subject to initial authorization and ongoing regulation by gaming jurisdictional entities.

9.   (New)   A method of gaming-jurisdiction-authorized secure distribution{s} of
30   processed copyrighted multimedia-gaming-episode signals depicting gaming-jurisdiction-authorized actual gaming episodes played by hired-for-consideration players, comprising the steps of:

creating a plurality of processed copyrighted multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized actual games played by gaming-jurisdiction-authorized hired-for-consideration entertaining players in a gaming-jurisdiction-authorized facility;

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securely storing said signals on a gaming-jurisdiction-authorized secure-storage media having appended thereto one or more gaming-jurisdiction-authorized corresponding outcome-odds-paytables and one or more gaming-jurisdiction-authorized corresponding random-number-generators to provide for the autonomous unpredictable-random-sequence indexing;

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wherein said random-number-generators for episode video outcome selection are located in a gaming-jurisdiction-authorized secure gaming management and authentication surveillance center; and

15

retrieving the randomly indexed corresponding set of one or more multimedia-gaming-episode signals for gaming-jurisdiction-authorized secure distribution and presentation to periodically authenticated remote-player at eligibility-restricted multimedia-gaming-stations located in a jurisdictionally-delineated zone to enable simplified wagering on said multimedia-gaming-episode signals.

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10. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution system comprising:

a distribution system for distribution of one or more processed-copyrighted multimedia-gaming-episode signals with one or more random selections from one or more

25 secure-storage buffers; and

a secure transfer subsystem and a secure presentation subsystem for the transfer and presentation of the selected one or more episode signals to corresponding one or more periodically authenticated remote-players wagering on hired-for-consideration entertaining

30 players playing scripted actual games depicted in the corresponding one or more selected said episode signals on corresponding one or more secure remote multimedia-gaming-stations; and

a subsystem for gaming-outcome based wager accounting data distribution of simplified wager placements by said remote players; and

wherein the gaming-business system, including the remote-player
5 authentication

subsystem are initially authorized and periodically regulated by gaming jurisdictional

entities.
10

11. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution system comprising:
a distribution system for distribution of one or more processed-copyrighted
15 multimedia-gaming-episode signals with one or more random selections from one or more secure-storage buffers; and

a secure transfer subsystem and a secure presentation subsystem for the transfer and presentation of the selected one or more episode signals to corresponding one or more
20 periodically authenticated eligibility-restricted remote-players wagering on hired-for-consideration entertaining players playing games depicted in the corresponding one or more selected said episode signals on corresponding one or more secure remote multimedia-gaming-stations; and

25 a subsystem for gaming-outcome based wager accounting data distribution of simplified wager placements by said remote players; and

an acquisition subsystem for the periodic acquisition of the authentication related data by one or more multimedia sensors co-located with one or more said stations monitoring the
30 corresponding eligibility-restricted jurisdictionally-delineated-zone; and

a subsystem for the transfer of said authentication data periodically from said stations to a regulated gaming management and surveillance center for providing periodic gaming authorization for one or more corresponding said remote-players; and

5   wherein   the   gaming-business   system,   including   the   remote-player authentication subsystem are initially authorized and periodically regulated by gaming jurisdictional entities.

10   12. (New) A gaming-jurisdiction-authorized remote-player specific portable secure distribution packaging system comprising:

a subsystem for the random distribution of a plurality of processed copyrighted virtual-reality scripted multimedia-gaming-episode signals wherein said signals are securely encapsulated on one or more secure-storage media;

15

a subsystem for the secure transfer of one or more said episode signals to a gaming-jurisdiction-authorized multimedia-gaming-station located in a jurisdictionally-delineated-zone;

20   a subsystem for the presentation of randomly selected said episode signals on said station;

a subsystem for the accounting of simplified wagers placed by gaming-jurisdiction-authorized remote player and the corresponding gaming outcome of actual game played by hired-for consideration entertaining players depicted in said episode signals;

25

a subsystem to provide player specific authentication related data from said media on said station to a regulated gaming management and surveillance center for providing periodic authentication for said remote-player; and

30   wherein said system is authorized and regulated by gaming jurisdictional entities.

13. (New) A gaming-jurisdiction-authorized secure gaming-business data distribution system comprising:

a distribution system for distribution of one or more processed-copyrighted multimedia-gaming-episode signals with one or more random selections from one or more secure-storage buffers;

wherein outcome video signals and outcome audio signals associated with each of the episodes are selected using an appropriately correlated pair of random-number-generators which need not be co-located;

a secure transfer subsystem and a secure presentation subsystem for the transfer and presentation of the selected one or more episode signals to corresponding one or more periodically authenticated eligibility-restricted remote-players wagering on hired-for-consideration entertaining players playing games depicted in the corresponding one or more selected said episode signals on corresponding one or more secure remote multimedia-gaming-stations;

a wager placements by said remote players;

an acquisition subsystem for the periodic acquisition of the authentication related data by one or more multimedia sensors co-located with one or more said stations monitoring the corresponding eligibility-restricted jurisdictionally-delineated-zone; and

a subsystem for the transfer of said authentication data periodically from said stations to a regulated gaming management and surveillance center for providing periodic gaming authorization for one or more corresponding said remote-players;

wherein the gaming management center also randomly selects each of the episode video signals depicting the outcome and the corresponding wager accounting; and

wherein the gaming-business system, including the remote-player authentication subsystem are initially authorized and periodically regulated by gaming jurisdictional entities.

14.(New) A secure distribution system for providing multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized virtual-distributed interactive-casino games, comprising:

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a presentation subsystem for presenting one or more gaming-jurisdiction-authorized live casino multimedia-gaming-episodes played by gaming-jurisdiction authorized, hired-for-consideration entertaining players in a gaming-jurisdiction-authorized casino;

10   a sensor array subsystem for sensing said one or more gaming-jurisdiction-authorized live casino games played by hired-for-consideration entertaining players in a gaming-jurisdiction-authorized casino with a gaming-jurisdiction-authorized virtual multimedia-gaming-episode content-acquisition sensor array;

15   an information transfer subsystem for providing gaming-jurisdiction-authorized multimedia-gaming-episode output signals corresponding to one or more hired-for-consideration entertaining players in each of said respective one or more gaming-jurisdiction-authorized live casino multimedia-gaming episodes;

20   a processing subsystem for processing said gaming-jurisdiction-authorized multimedia-gaming-episode output signals to provide gaming-jurisdiction-authorized processed-copyrighted multimedia-gaming-episode output signals, wherein said processing includes appending thereto one or more gaming-jurisdiction-authorized corresponding outcome-odds-paytables and one or more gaming-jurisdiction-authorized corresponding

25   random-number-generators for autonomous unpredictable-random-sequence based indexing and retrieval of said gaming-jurisdiction-authorized live casino multimedia-gaming-episodes; and

a communication subsystem for communicating said signals with a gaming-

30   jurisdiction-authorized secure-information-communication subsystem connected to a secure-information-communication-path for receiving an output from one or more gaming-jurisdiction-authorized random-number generators located in a gaming-jurisdiction-authorized networked secure-server at another gaming-jurisdiction-authorized

jurisdictionally-delineated-zone to enable autonomous unpredictable-random-sequence based indexing, retrieval and distribution of one or more of said multimedia-gaming-episode signals, the selection of one or more of the corresponding outcome-odds-paytables and the periodic on-line eligibility-restricted access controlling, presenting, and simplified wagering on the multimedia-gaming-episodes at the multimedia-gaming-station by the periodically authenticated remote-player, in a remote gaming-jurisdiction-authorized jurisdictionally-delineated zone.

15.(New) A system for securely wagering on one or more distributed virtual multimedia-gaming-episodes of a gaming-jurisdiction-authorized virtual-distributed interactive-casino-gaming system, comprising:

a subsystem for securely generating gaming-jurisdiction-authorized processed copyrighted multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized actual casino games played by gaming-jurisdiction-authorized entertaining hired-for-consideration players in a gaming-jurisdiction-authorized facility;

a subsystem for securely distributing the gaming-jurisdiction-authorized processed copyrighted said multimedia-gaming-episode signals to gaming-jurisdiction-authorized remote-players at gaming-jurisdiction-authorized on-line remote-player secure multimedia-gaming-stations using a gaming-jurisdiction-authorized secure-communication path, a secure-server, and a secure storage-media containing a plurality of said multimedia-gaming-episode signals with gaming-jurisdiction-authorized secure encryption based connectivity to said stations;

a subsystem to enable on-line remote-players to periodically establishing their accounting-eligibility and their access eligibility;

wherein the on-line periodically authenticated remote-players wager on one or more selected entertaining hired-for-consideration players depicted by the multimedia-gaming-episode signals, using one or more gaming-jurisdiction-authorized corresponding random number generators to enable the autonomous unpredictable-random-sequence based indexing,

retrieval and presentation of one or more of the multimedia-gaming-episode signals on said stations; and

a subsystem for placing the wagers on the basis of a gaming-jurisdiction-authorized
5   simplified wagering and outcome-odds-paytable based payout version of a corresponding actual games being virtually presented on said stations.

16. (New) A gaming-jurisdiction-authorized gaming business system for secure data distribution of processed-copyrighted multimedia-gaming-episodes for sequential
10   presentation and assessment to surveillance personnel for regulatory purposes and random presentation for simplified wager placement purposes by remote-players on hired-for-consideration entertaining players playing actual games depicted in said episodes at gaming-jurisdiction-authorized remote multimedia-gaming-stations, comprising :

15   a gaming-jurisdiction-authorized secure array system for multimedia content generation, acquisition, and processing to produce a plurality of processed-copyrighted multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized actual games played by gaming-jurisdiction-authorized entertaining with a scripted theme in a gaming-jurisdiction-authorized facility;
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a gaming-jurisdiction-authorized secure data distribution system to distribute and randomly present said signals to one or more gaming-jurisdiction-authorized remote-players using one or more gaming-jurisdiction-authorized random-number-generators for unpredictable random-sequence-based indexing, **retrieval,** distribution, and outcome
25   presentation of one or more said signals to corresponding gaming-jurisdiction-authorized, multimedia-gaming stations located in a gaming-jurisdiction-authorized facility in a jurisdictionally-delineated-zone;

a secure data distribution and sequential presentation system to present said signals in
30   the original order generated to surveillance personnel at multimedia-surveillance-stations in a gaming-jurisdiction-authorized surveillance center for mandated regulatory surveillance purposes in a timely manner;

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a secure data distribution system for distributing data pertaining to periodic account-eligibility processing of said remote-players using periodic player authentication and player related historical financial data from financial institutions and player related compliance data from legal enforcement entities;

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a secure data distribution system pertaining to player-account processing of said remote-players to account for the wagered gaming outcome of each said randomly presented episode by posting a credit to the account if the wagered outcome is a win, and posting a debit if the outcome is a loss;

10

a secure data distribution system pertaining to player-account processing of said remote-players to account for the non-gaming buy-sell activities of said remote-players associated with e-commerce, hotel, shops, and show related transactions, executed by and for the convenience of said remote-players at said multimedia-gaming-stations; and

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, a secure data distribution system pertaining to hotel-casino operations associated with maintaining physical and transactional security, dispatch of maintenance and security personnel, utilizing said player account data and said episode surveillance data.

20   17.   (New)   A   gaming-jurisdiction-authorized   distribution   packaging   system comprising:
an encapsulation of a plurality of securely produced gaming-jurisdiction-authorized processed-copyrighted virtual-reality multimedia-gaming-episode signals depicting hired-for-consideration entertaining players playing actual gaming episodes in a gaming-jurisdiction-
25   authorized facility;

said processing includes editing, branding, compression, and encryption of said episodes to enable secure and efficient storage, transfer, and presentation;

30   said signals are securely encapsulated on one or more secure-storage media to enable the   gaming-jurisdiction-authorized   unpredictable-random-sequence   based   gaming-jurisdiction-authorized secure transfer communication and presentation of one or more said

multimedia-gaming-episode signals to a corresponding one or more gaming-jurisdiction-authorized secure multimedia-gaming-stations located in a jurisdictionally-delineated-zone;

said presentation is to enable gaming-jurisdiction-authorized simplified wagering by
5 gaming-jurisdiction-authorized periodic eligibility-restricted authentication of remote-players at corresponding said stations.

18. (New) A gaming-jurisdiction-authorized system for producing and securely distributing a plurality of gaming-jurisdiction-authorized processed copyrighted multimedia-
10 gaming-episode signals that are securely encapsulated on one or more storage-media to enable the transfer of one or more multimedia-gaming-episode signals to a gaming-jurisdiction-authorized remote-player eligibility-restricted secure multimedia-gaming-station in a gaming-jurisdiction-authorized first jurisdictionally-delineated-zone, comprising:

15 a gaming-jurisdiction-authorized multimedia-gaming-episode content-generation array system presenting one or more gaming-jurisdiction-authorized actual games played by hired-for-consideration entertaining players located in a gaming-jurisdiction-authorized multimedia processing facility;

20 a gaming-jurisdiction-authorized multimedia-gaming-episode content- acquisition sensor array system, co-located with said content-generation array, for sensing and for providing multimedia-gaming-episode output signals corresponding to one or more gaming-jurisdiction-authorized hired-for-consideration entertaining players per sensor in each of said respective one or more gaming-jurisdiction-authorized actual games;
25
a gaming-jurisdiction-authorized multimedia-gaming-episode signal content-processing array for receiving and processing and providing copyrighted output signals;

a gaming-jurisdiction-authorized secure storage-media for storing and encapsulating
30 said plurality of gaming-jurisdiction-authorized processed copyrighted multimedia-gaming-episode output signals, said secure storage-media includes one or more gaming-jurisdiction-authorized corresponding outcome-odds-paytables;

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a gaming-jurisdiction-authorized secure communication subsystem connected to a secure bi-directional communication path for receiving an output from one or more gaming-jurisdiction-authorized random-number-generators located in a gaming-jurisdiction-authorized networked secure-server at another gaming-jurisdiction-authorized

5   jurisdictionally-delineated-zone to provide autonomous unpredictable-random-sequence based indexing to said secure-storage-media; and

a gaming-jurisdiction-authorized retrieval {sub}system based on said indexing for the distribution of one or more of said multimedia-gaming-episode signals for the selection of

10   one or more of the corresponding outcome-odds-paytables, and for the periodic on-line eligibility-restricted access control of the multimedia-gaming-episode presentation and simplified wagering at the multimedia-gaming-station by the periodically authenticated remote-player.

15   19. (New) A portable secure packaging method to enable secure-storage-media distribution to remote-players of themed multimedia-gaming-episode signals corresponding to gaming-jurisdiction-authorized virtual interactive wagering games, comprising the steps of:

20   presenting one or more gaming-jurisdiction-authorized actual themed multimedia gaming-episodes played by one or more hired-for-consideration entertaining players in a gaming-jurisdiction-authorized facility;

sensing said games played by said players in said gaming-jurisdiction-authorized

25   facility with a gaming-jurisdiction-authorized virtual multimedia-gaming episode content-acquisition sensor array;

providing gaming-jurisdiction-authorized multimedia-gaming-episode sensed signals corresponding to said players in each of said respective episodes;

30

processing said sensed signals to provide gaming-jurisdiction-authorized secure processed copyright multimedia-gaming-episode output signals, wherein said processing includes appending one or more gaming-jurisdiction-authorized corresponding simplified

wager accounting outcome-odds-paytables and one or more gaming-jurisdiction-authorized corresponding random-number generators;

securely storing said processed-copyrighted signals, said paytables, said wager accounting, and said random-number-generators on gaming-jurisdiction-authorized portable, secure storage-media to enable said media distribution to one or more of said remote-players wagering on corresponding multimedia-gaming stations located in a gaming-jurisdiction-authorized facility that are presented with said signals in an unpredictable-random-sequence;

said portable secure packaging method being adapted to enable a gaming-jurisdiction-authorized said remote-player's player-account processing of offer and acceptance of products and services pertaining to e-commerce, hotel, shows, shops, casino, executed by and for the convenience of said remote-players, on one of said multimedia-gaming-stations; and

portable secure packaging method being adapted to enable the secure storage of said remote-player personal database including periodic account-eligibility, exclusive access authentication parameters, purchase preferences, and other player related historical data.

20. (New) A method of distributing gaming sessions recursively on a secure gaming station, comprising the steps of:

initiating each session by invoking an autonomous certified random retrieval of one or more gaming episodes from a prerecorded casino certified and branded gaming surveillance database;

wagering credits on the outcome selected from the group consisting of: win, lose, or draw, for each of one or more of the proxy participants in each of the concurrent gaming episodes on the basis of pre-disclosed outcome-paytable win odds;

scoring the session credit gain and accumulated credit balance resulting from the actual win outcome of all the retrieved gaming episodes; and

scoring an additional pre-disclosed jackpot win credit, if there is a plurality of wagered wins on said proxy participants in said concurrent gaming episodes;

wherein the single and multiple concurrent games are subject to regulatory approval,
5   when the unit of credit has an exchange value.